



MID-CITIES COMMODORE CLUB

Dallas/Ft. Worth

MCCC NEWS

OCTOBER 1988

ISSUE 10



Arlington Convention Center

October 29

9:00 to 5:00

Free Admission

Software

Music

Hardware

Graphics

Flea-Market

Dealers

Demos

Theatre Presentations

Developers

BE THERE



excellence!

A Review by Walker Jackson
Mid-Cities Commodore Club

I have been using "excellence!" for the past couple of months. It is a fully functioning word processor nicely keyed into the Amiga operating system. I was initially rather irritated when I first opened the package, a small flyer fell out and it was a notice that for an additional \$15 I could get a 1 MEG version! From this I felt that I had gotten ripped off the packaging and advertisements did not suggest that what I purchased was other than a full system. But what the 1 MEG version gives you is all of excellence!'s functions kept resident in memory and no disk accesses are required during program execution. On a floppy system this is not really a handicap but does on occasion require some disk swapping while on a hard drive system it would probably not even be noticed. The list price is a rather heady \$299, fortunately it is available from several sources for around 1/2 list. The 2 disks that come with the system are not copy protected and easily installed on a hard disk, and backed up.

It will multitask, but it is a real memory hog. I have run it and a telecommunications program, while excellence! was printing a document I was on StarText at 1200 baud with no problem. While the program will multitask with another program, it does not multitask within itself. When you print your output in the graphics (Normal) mode it can take quite a while and the program is tied up with your ZZ-bubble pointer. No other functions or features can be used until the print is completed. You can click to some other program to work on while the printing is in progress, but word processing in excellence! is on hold until the print out is completed, this can be frustrating. It would be nice to edit another document while one was printing out in the background.

FONTS, GRAPHICS, PRINTER SUPPORT:

Multiple documents can be open at a time, limited only by memory, but only one window is supported for each document. Standard ASCII text can be imported as well as Scribble! files, a predecessor to excellence!. Up to 120 Amiga fonts can be supported in a single document. Each font chosen must be (or is) kept in

memory at all times, thus the more fonts chosen the more memory eaten-up. The basic Amiga fonts come with the system, but I now have 34 fonts, these are chosen from a pull down menu. Postscript is supported and several postscript fonts are included.

This is not a page generation program; it is a powerful word processor which supports rudimentary graphics. Any IFF graphics file can be imported into an excellence! document. It is then cropped and resized as required to fit. Each graphic occupies one line of text. Text cannot flow around the graphic, though that effect can be simulated by using a multicolumn format for the document.

Any preference printer is supported! The new L3 printer device and drivers are included in the package. Printer control is done via pull down menu and not by embedded printer codes. In fact I have not been able to find a way to embed printer codes. Printing is done via a requestor and allows for Normal (graphics), or NLQ and Draft using fonts resident in the printer. Single or multiple copies can be printed as well as a single or group of pages from within a document. This is a true WYSIWYG word processor. A caveat excellence! is a graphically based WP and as such can at times get bogged down in the graphics, each letter is painted on the screen. But, there seems to be a more than adequate type ahead buffer. It is a bit disconcerting to be several words ahead of the output to the screen, but excellence! does catch up. This problem is only noted while inserting text in the middle of a line of text.

Operation of the system is very intuitive and a manual is barely needed to get started or to do basic text entry and modification. All functions are chosen via pull down menus or as a keyboard equivalence. The first chapter of the manual is a tutorial directed at the novice computer user, though not the rank amateur. Several example text files are on the system disk to practice with. The rest of the manual is a description of the various WP functions. The index has much to be desired, but once you find the section you are looking for the explanations are very straight forward. As a whole the manual is better than most, but (software

houses are you listening) the index is one of the most important parts of the documentation. Especially when it is over 300 pages long and has 8 appendixes.

FEATURES:

excellence! has more features than most people will need, and can keep even power users happy. Text can be formatted in a variety of ways, 1 to 4 columns. However, the number of columns may not change in a single document. Pages may have headers and footers, and these can be different for even and odd numbered pages. Footnotes are supported and are very easy to use. They do have the problem that when a section of text is copied, the footnotes do not come with it and have to be reinserted into the new document, this is a simple cut and paste procedure, but I would expect footnotes to follow their text.

A table of contents and an index can be generated for the document. The appropriate locations / words are marked in the document and the table of contents and index are generated at the time of printing. This is a feature only for those writing long papers or books. It would not be used often by the casual user but none of the "power" features get in the way of the novice.

Math functions are provided with the result placed in the clipboard and easily copied into the document. Yes the clipboard is supported, making easy integration with other programs.

User defined glossaries are provided. These can be as simple as a group of frequently used words or phrases or remap function keys and automatic document formatting, mail merging and printing.

DOCUMENT CHECKING:

A nice spelling checker is included in the package. It has a rather generous 90,000 word primary dictionary and a user defined dictionary(s). The user dictionary is built in real time. That is, as a document's spelling is being checked and an unknown word is encountered a choice is provided; you may ignore, or learn (ie. add to the user dictionary) the new word. Multiple user dictionaries are supported though only one may be in use at a time. A really nice touch is that the speller can check the document in real time, that is as you type it in, alerting you to any misspelled words when you enter

them. The dictionary may be left on disk (slow!) or loaded into RAM (great, but eats memory). The misspelled word selection algorithm does need some work, surely my spelling is not that bad.

A Thesaurus is included which can supply synonyms, antonyms, or both. And, entries supplied by the thesaurus can have synonyms etc. called from them also, but this is usually not useful as you generally get circular definitions.

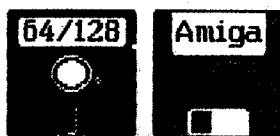
A grammar evaluator is also present. It checks for hackneyed phrases, common punctuation errors, archaic language, unbalanced punctuation, capitalization, doubled words, and more. These errors are presented during the evaluation and may be corrected as they are discovered. A rather humbling summary of your document is then listed detailing such things as number of sentences, their average length, word count and average word length. Then it gets nasty. You are graded on readability, number of words per sentence, average length of words, use of passive voice and prepositions as percentage of words. It gets worse. Your document is then compared to a variety of documents based on the above grading. Fortunately all this can be toggled on or off and the error messages are written to a file so all this can be done unattended and errors corrected later.

Hyphenation is supported. Soft hyphens are inserted in large words which allows them to split only if required to be divided over two lines. This process can be done automatically or guided by the user; however, the algorithm does occasionally insert an hyphen in an awkward location. This feature is really only needed when more than one column is used and a multisyllable word would make the column margins very ragged.

SUMMARY:

This is one of the most powerful word processors on the market today. It is obviously gunning for the WordPerfect market and in my eyes has it beat. The high points for me are, multiple font support, easy spell checking, multicolumns, footnotes, and graphic support. Colors are supported but on this feature I can't comment. This and many other features can't be reviewed in the limited space and time available. This is a very powerful program with features enough to keep the "Power User" happy without complicating casual use.

The Panasonic KX-P1524 Printer



A Review by Walker Jackson
Mid-Cities Commodore Club

The Panasonic KX-P1524 24 pin wide printer generally lists for slightly less than \$1000 but can be purchased through the mail and from local discount houses for just a few dollars more than \$500. It has been reviewed in Byte, PC and Amiga World.

I have found the printer to be rugged, easy to use, and have excellent print quality. In the timing comparisons done in the reviews in the above magazines the only real criticism has been that it has been a bit slower than its competitors. This difference is small and at a much reduced price it is by far a better deal for me. A note any printer, even hammer and chisel, can keep up with the Amiga's graphics output :-)! Print quality in the reviews was always excellent, even when compared with high end (read that high priced) printers.

It emulates several printers but on top of most peoples' list are the IBM ProPrinter and Epson LQ-1500. The Epson is supported from preferences and under 1.3 the 24 pin modes are supported. In fact the printer does not seem to really have a native mode.

Print output is excellent. Using the resident font and Letter Quality mode the letters appear solid. A Draft (fast) mode and Text (medium speed) mode are

also available. Graphics output is very good with 360 DPI horizontal and 180 DPI vertical, and with n/180 inch line feeds; 360 DPI vertical. I have not heard of any graphics package that support this, though the potential is exciting.

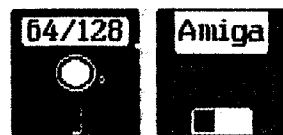
Almost everything can be controlled from the front panel. Print pitch can be controlled with 10, 12, 15, 17, and 20 CPI. The choice of Draft - Text - LQ is also chosen from the panel. Page length is also controllable from the front panel and when done resets the page TOP - VERY handy! Multiple other less used options are also available as are the routine FF (form feed) and LF (line feed). Form handling is tractor, push type and friction. Form parking is also supported, that is the tractor forms can be withdrawn from the platen and single sheet paper used, the the

tractor form is then automatically reloaded. This is also a W I D E carriage printer so those tiny labels to the giant green bar forms will fit. All the low level choices are selected from a set of DIP switches. Two interfaces are supplied: a Centronics parallel and a serial port.

In summary the KX-P1524 is an excellent printer and when purchased at a discounted price is a value difficult to beat.



Thoughts on Computer Users, Applications, and User Groups



Commentary by Jim Kaminski
Mid-Cities Commodore Club

A person buys a computer and becomes an OWNER for only a short time. During this period most owners fumble a bit yet somehow learn the basics; how to connect the wires, where the power switches are, how to use a floppy disk, and so on. Then the computer owner becomes a USER by trying to figure out what to use this new device for, and then how to use it. There are just a few overall uses for a computer, some of them are very general, some very specific or unusual. One way to group them is under the following categories: text processing, number processing, data processing, entertainment, graphics processing, telecommunications, and device processing.

Some of these categories are unfamiliar to many computer users, but each application is important to at least some users. With the possible exception of entertainment, a computer user has to learn to really CONTROL the computer system for the application to be successful. The following discussion provides ideas on how this learning may occur, and how it relates to user groups.

At the beginning of the microcomputer era, programs were not widely available nor were they very advanced. One had to either accept a mediocre product or actively instruct (program) the computer to perform as needed. In either case this required a great deal of experimentation since the existing documentation was poor. User groups became one means of sharing this information, magazines another, and electronic bulletin boards a third. All three of these information sources were initially very important in sharing computer knowledge.

Today the situation is different. Computers

have become so popular that a wide variety of high quality software has been developed. A person who wants to write a book, or a letter, or anything in between now will select a text processing program with the preferred features and try to concentrate on the activity of more importance - writing. However, though the final, written product may be excellent, the effort to get there now requires learning the program quirks, learning how to type, and putting up with the frustrations inherent in computing (warmup and loading times, disk access, printing time, paper alignment subtleties, and so on). And when there is a special need and the answers are not evident, such as the printing of a square root sign, well -

Number and data processing is really the thrust of truly powerful computer applications, where large quantities of numbers (or data) can be manipulated quickly, and somewhat accurately. Furthermore, numbers (and data) are more compact symbols than words, with more diverse relationships. Thus spreadsheets, tax plans, checkbook keepers, stock market analysers, and even theoretical mathematics all are possible with the proper software (all currently available, too). However, these applications have drawbacks for the new computer user. On one hand, data entry is a time consuming action. On the other, once the program is understood and data has been entered, the actual calculation time is NEVER fast enough, regardless of the computer or program. In the more popular applications (checkbook balancing, tax computation, and hobby inventories), the individual must obtain the numbers or

What's New At Babbages

Software Review By Cheryl Howard
Mid-Cities Commodore Club



Now that school is in full swing and the money seems to be flying out of our pockets for all those school supplies, I thought I would look at some of the less expensive software packages on the shelf. Mastertronic has come out with another of their low-priced 2 on 1 packages for the C-64 called PECOS PETE AND PIPELINE 2. You'll notice right off that Mastertronic is really pushing the PIPELINE series, and since the game structure is the same on all versions, I will concentrate on PECOS PETE. These games are reminders of early 64 games but with the better graphic capabilities

not so nice Sheriff. In other words, shoot anything that moves. Of course, your ammo can and will run out, so try to shoot those spinning coins that appear from time to time to replenish your supply. If you manage to stay alive through this level, you deserve a drink. But it ain't easy, pardner. You've got to catch and drink the glasses of beer whizzing towards you. If you miss four in a row the town bully gets real MEAN. Last but not least, you get to milk a cow.

Let's face it, this doesn't sound like a super-charged, action-packed game. It won't hold a candle to some of the higher priced games, but it is a good game for the price. I mean, what do you expect for \$5.95.

Another low-priced game (under \$10) is Mastertronic's WATER POLO. This game is a combination of soccer and basketball in a swimming pool. The game is played by two teams of thirteen, two goalies and eleven field players. You only have seven players in the water at any time and the swimming pool is 18 meters deep, 20 meters wide by 30 meters long. At least that was the size of the pool at the Olympic Games. You'll have to use your imagination here and pretend.

You have the option of a demo, one player or two player game, along with a championship match. The game is joystick controlled and you have to name your team(s). From then on, it is non-stop action. The team on the left is controlled by joystick two and players are in red jerseys. The right team is controlled by joystick one and players wear blue.

The games are played just like the Olympic Games version in a series of rounds all the way through a tournament to find out who the best team is. This is an interesting game for Olympic type competitions. If you are not sports inclined, you will lose interest since the strategy behind

Software for this Review

Was Provided by

BABBAGES

we now have. The main controls for this game consist of a joystick in port 2, the Run/Stop key which pauses the game and the F7 key to toggle the music. You start the game out on the desert, walking of all things. Sorry folk, no horse. All you have to do is walk across the desert protecting yourself with your trusty whip from various desert plants and critters plus flying arrows from unseen Indians. Any plant you brush up against drains some of your energy, and you don't have the control to move except from left to right, so break out the whip and fire away at anything and everything EXCEPT the rum jug. Brushing up against that gives you energy. After the desert, there are gunfights with a town full of outlaws and even a

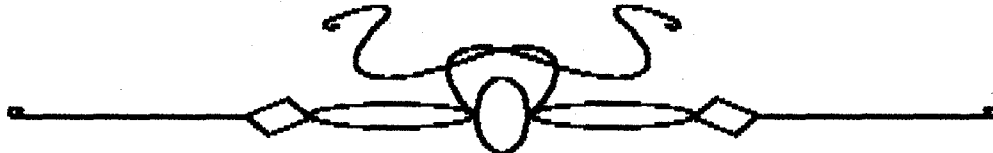
the game is in the way the ball is played and is not the same as in an adventure game. It is well worth the money.

Accolade has come out with a fun little program called BUBBLE GHOST. The premise behind this game is that an inventor named Heinrich Von Schtinker has died, or so everybody thought. However, it seems that the night-watchman at Von Schtinker's castle believes that the castle is haunted and sure enough, Von Schtinker's spirit has indeed returned to the castle as BUBBLE GHOST, blowing bubbles through-out the macabre halls. Your job is to help BUBBLE GHOST through the 35 rooms of the castle. Once this is done, the haunting will cease. Sounds easy, doesn't it?

Sweet little Bubble Ghost is

indestructible. Unfortunately the bubble is not and it pops VERY EASILY!!! To move the bubble and Bubble Ghost you must use the joystick which controls Bubble Ghost, who in turn controls the movement of the bubble by blowing on it. To win the game you must blow the bubble through all 35 rooms of the castle without Bubble Ghost losing all of his 6 lives. You can earn extra lives by reaching levels 5, 10, 15, 20, 25, and 30. You earn points for each level you complete, more points for "effective breathing techniques", and for time left on the bonus counter.

This cute little game was very entertaining and although I didn't feel it was worth \$25.45, I still enjoyed it.



METCOM*88 FLEA MARKET

One of the special events at the Metroplex Computer Conference will be an MCCC sponsored flea market. MCCC members can place used Commodore computer related hardware and software in the flea market by contacting Rick Meyer (292-6387), Fred Noble (838-5459) or Harold Williams (483-0537) by October 23. The sale will take place October 29, 9:00 AM to 5:00 PM at the Arlington Convention Center as part of METCOM*88. Members that have used hardware and/or software that they would like to sell are encouraged to contact Rick, Fred or Harold. No items will be accepted for sale at the flea market without approval by the October 23rd deadline. Everyone should look forward to finding some great bargains at the METCOM*88 Flea Market.

NOTICE - FOR SALE
C-128 SYSTEM and SOFTWARE

REASONABLY PRICED

DON BENNETT
METRO (214) 988-1174

**ADVANCED AIR CONDITIONING
AND HEATING SERVICE**

Serving The Mid-City Area Since 1964

P.O. Box 1004
Hurst, Texas 76053

282-4128

Lewis Wilson

Tom Wilson



InterComputing Inc.

2100 N. Hwy360, Suite 2101

Grand Prairie, TX 75050

(This is in 'R&B Corporate Park' at the Intersection of Hwy.360 and Carrier Parkway / about 1mile north of Six Flags)

We are open Monday-Friday from 9a.m. to 6p.m.

Phone : 214-988-3500 (metro-line)

Processor Accelerator

CMI

Easy to install, good documentation, well build and fair priced !

CMI's Processor accelerator speeds your Amiga up by about 20 to 35%. So far it seems to be compatible with all Amiga Software. If you want more power in your Amiga but don't want to waste a ton of money for 68020's etc. this is definitely a good alternative !

X-SPECS-3D

If you are 'in graphics' you should have a look at -or better through- these glasses !

X-Specs-3D open up a whole new world of future Amiga products. Yes, future . . .

So you ask, 'what the hell can i do with 'em now ?' . . . Well, be creative ! You can create your own 3D graphics for use with X-Specs-3D using Silver, Sculpt 3D, Digi-View and a camera, etc. The main trick is to have 2 IFF-images that are made from slightly different view (or camera) positions.

8 MB (for less than \$2000)

We can not promise . . .

but we are working on an incredible deal for all A2000 owners.

A fully populated 8Meg Card for the A2000 that we'll offer for well below \$2000 !

Please call for details !

Frame Grabber

This is basically a high speed Digi-View with some nice extras :

1. Digitize in color from a VCR or a Camcorder
2. Find all controls on the front panel.

Picture quality ? Well, like Digi-View, it's not easy to set all those controls right.

If done correctly it should be much better than Digi View looking at the Demos supplied by Progressive Peripherals.



InterComputing Inc.

2100 N. Hwy 360, Suite 2101
Grand Prairie, TX 75050-1015

Phone : 1-800-531-4747

(in TX call 1-214-988-3500)



We are in business since 1984;

We support the AMIGA since 1985;

and we will give you the best service possible at prices the other 'Discount-placers' won't like - PERIOD !
Please call for a complete listing our products !

HARDWARE

8-Up Memorycard OK	145.00
Amiga Life A 500	299.00
Amiga Life A 2000	329.00
Amiga Life A 1000	219.00
Digi View 3.0 NTSC	139.50
Digi View 3.0 PAL	139.50
Digi View Adapter	19.50
ECE-Midi	44.50
Easy! 500	299.00
Easy! 1000	349.00
Easy! 2000	349.00
Flicker Fixer	499.00
Flicker Master	12.50
Frame Grabber	499.00
HardFrame SCSI Card	239.00
Imprint	399.00
Miniscribe 20MB ST-506	275.00
Miniscribe 20MB SCSI	349.00
Miniscribe 42MB SCSI	549.00
Mitsubishi AUM 1371A	499.00
Panasonic 1410 Video Kit	259.00
Perfect Sound	59.50
Polaroid Palette	call
Pro Gen	375.00
Processor Accelerator	149.50
Soundscape Audiogigilizer	79.50
Soundscape Midi Interface	42.50
Starboard 0 KB A1000	239.00
Starboard 0 KB A 500	239.00
Starboard SCSI Module	95.00
Super Gen	695.00
Supra 20MB HDisk	call
Supra Modem 2400 Baud	149.00
Supra SCSI Card	call
X-Specs 3D	97.50

HARDWARE of the Month

CMi

Processor Accelerator

This 14MHz 68000 CPU add-on get's
your Amiga on the fast Track without
spending a fortune !
\$ 149.50

PROGRAMMING- LANGUAGES

A/C Basic Compiler	119.00
A/C Fortran (AB-Soft)	179.00
AMIGA C Compiler	99.50
AMIGA Pascal	77.50
Aztec C Developer	199.00
Aztec C Professional	145.00
Aztec Source Level Debug.	59.75
Benchmark Amiga Library	64.50
Benchmark C-Library	64.50
Benchmark KF Library	64.50
Benchmark Modula-2	134.50
Lotlitz-C Math-Library	69.00
Lotlitz-C Professional	259.00
Lotlitz-C Screen Editor	69.00
Lotlitz-C Standard	139.00
Lotlitz-C Text Ed. Pack	49.50
Lotlitz-C dBC Library	99.50
Lint	69.00
Lisp	109.50
MCC-Pascal	69.50
Macro Assembler f. AMIGA	75.00
Modula-II Commercial	175.00
Modula-II Developer	89.50
Modula-II Standard	59.50
PDO-Pascal	49.50
Power Windows	52.50
True Basic	69.50

The Disk Co. CRITIC'S CHOICE

\$ 159.50

Wordperfect Corp. WordPerfect Libraries

\$ 79.50

ASDC CygnumED Professional

\$ 69.50

COMMUNICATION

BBS-PC	99.50
Diga	49.50
Digital Link	49.00
Online!	44.50

GRAPHICS / VIDEO

Aegis Animator / Images	79.00	Huge Print	24.50
Aegis Draw Plus	149.50	Interchange	29.50
Analytic Art	39.50	Pageflipper	29.50
Animale 3D	99.00	Photon Paint	69.50
Animator Apprentice	195.00	Pixmole	49.50
Butcher 2.0	21.50	Pro Board	375.00
Calligrapher New Version	89.75	Pro Net	375.00
Comic Clips Vol.1-3	27.50	Pro Video Plus	199.50
Deluxe Paint 2.0	77.50	Sculpt 3D	64.75
Deluxe Paint Artdisk I,II	22.50	Sculpt 3D (PAL)	69.75
Deluxe Photo Lab	99.50	Silver	99.50
Deluxe Productions	149.50	TV Show NTSC/PAL	62.50
Deluxe Video 1.2	89.00	TV-Text	62.50
Digi Paint 2.0	call	Turbo Print	32.50
Director	44.50	Turbo Silver	call
Dynamic Cad	299.00	Video Effects 3D	129.50
Flipside	39.50	Video Titrer	99.50
Forms in Flight	54.50	Videoscape 3D	119.50
Grabbit	22.50	X-CAD	359.00

New in Video/Graphic and Music

PCM-Industries

3D-AT-SA

(X-Specs-3D Glasses req. !)

Mindware

Page Flipper + F/X \$ 99.50

MicroIllusions

Surface Disk

for Photon Paint

Soft Logic

Publishing Partner

Aegis

Lights, Camera Action

Sound Quest Texture

Dr. B's

MDV Recording Studio

MicroIllusions

Music-X (...finally...?)

P.O.

We accept major Corporate,
Government, School and Univer-
sity Purchase Orders !

DESKTOP PUBLISHING

City Desk 2.0	call
Citi Desk Art Companion	call
Comic Setter	69.50
Font Set I	24.50
Laserscript	29.50
Newsletter Fonts	29.50
PCM-Fonts Vol.1-3	27.50
Page Setter	89.50
Professional Page	239.00
Publishing Partner	149.50
Shakespeare	149.50
Studio Fonts	29.50

GAMES

Amegas	19.50	Kings Quest I	34.50
Azok's Tomb	24.50	Kings Quest II	34.50
Arkanoïd	19.75	Kings Quest III	34.50
Balance of Power	34.50	Knight Orc	29.50
Barbarian	24.50	Leaderboard	27.50
Bratocass	34.50	Mindwalker	29.50
Bureacracy	27.50	Oblierator	29.50
Centerfold Squares	22.50	Phutos	19.50
Championship Basketball	29.50	Portal	34.50
Championship Baseball	27.50	Ports of Call	29.75
Championship Football	29.50	Q-Ball	19.50
Championship Golf	27.50	Return to Atlantis	34.50
Cube Master	19.50	Rocket Ranger	32.50
Dark Castle	24.50	SDI	34.50
Defender of the Crown	35.50	Scenery Disk 7/11	19.50
Deja Vu	32.50	Scenery Disk Europe	19.50
Destroyer	27.50	Scenery Disk Japan	19.50
Ebonstar	29.50	Shadowgate	29.75
Empire	31.50	Shanghai	27.50
European Scenery Disk	19.50	Silent Service	27.50
Faery Tale Adventure	29.75	Silicon Dreams	9.50
Ferrari	31.50	Sindbad	34.50
Flight Simulator	39.50	Space Quest	32.50
Foot Man	22.50	Starglider	29.50
Galileo 2.0	45.50	Strip Poker	27.50
Gee Bee Air Rally	27.50	Strip Poker Data #4	14.75
Grand Slam (Tennis)	29.75	Strip Poker Data #5	14.75
Grid Iron (Football)	44.50	Surgeon	29.75
Guild of Thieves	29.50	Temple of Apsai	27.50
Hacker	19.75	Terror Pods	29.50
Hacker II	27.50	Test Drive	29.50
Hollywood Poker	24.50	The 3 Stooges	34.50
Indoor Sports	34.50	The Pawn	29.50
Interceptor	34.50	Transylvania	24.75
Into the Eagles Nest	19.50	Uninvited	34.50
Jet	32.50	Vampires Empires	29.50
Jewels of Darkness	9.50	Vyper	22.50
Karate Kid II	27.50	Wintergames	14.95
King of Chicago	25.50	World Games	27.50

UTILITIES

Anti-Virus IV	39.95
CLI Mate	27.50
DOS-2-DOS	42.50
Demonstrator	24.50
Facc II	19.50
Gizmox	39.75
Gomf 2.2	24.50
LV-Backup	49.50
Morouder II	29.95
Project D	29.50
Quarterback	47.75
Zing	49.50
Zing Keys	call

BOOKS

AMIGA Graphic/Sound Man.	17.75
Amiga Dos Manual	19.50
Hardware Reference Man.	19.50
Intuition Reference Man.	19.50
ROM-KERNEL: Lib.&Dev.	27.50
ROMKERNEL: Exec.	19.50

MISCELLANEOUS

Mousepad	6.95
Intellitype	34.50
Sony 3.5" DS/DD (10-Pack)	17.50
The Works	139.50

To be released in September 1988

please call for final pricing !

GAMES

Cinemaware	Firebird
Rocker Ranger	Starglider II
TV-Sports Football	Carrier Commander
Access Assoc.	Accolade
World Class Leader Board	Bubble Ghost
Epyx	Titus
4x4 Off Road Racing	Fire and forget
California Games	Michtron
Impossible Mission II	Tanglewood
First Row	MicroIllusions
Prime Time	Turbo
Discovery Software	Land of Legends
Better Dead Than Alien	FTL
Hybris	Dungeon Master (1Meg Version)

UTILITIES

Commodore	Hypertek
Enhancer 1.3	GOMP 3.0
.....??	Luna
	Workbench Extra's

Go ahead !

Call us with your best
Quote !

And as always;
we've got the most
'customer friendly Terms :
S/H \$3.00

NO COD-Charge !
NO Credit Card Fee !

New Games !

Incognito Software	
Realm of the Warlock	24.50
Graphics adventure	
Digital Concepts	
Torch 2081	19.50
It's somewhat like TRON (remember the part where those 2 bikes ride on a grid and try to get into each other's way ... ?	
Rainbird	
Starglider II	29.75
Well, on 'all new improved' Starglider...	
Titus	
Off Shore Warrior	28.50
Put Dirty Harry in a fast boot. 'Get out of my way, punk...' i've got the biggest gun and i know how to use it...	

Commentary

(Continued from Page 5)

information, key them in as required by the program, and then wait for the results. Even if this effort is successfully completed once, repeat attempts to broaden the scope of the initial effort are often met with a less than an enthusiastic attitude. The usefulness of the computer is appreciated only when 'all' data is entered and mere updating is anticipated (and the printouts are short). Moreover, this feeling of satisfaction may dissipate when the computer system or software is upgraded or replaced, thus requiring a repeat of the program setup, followed by additional data entry or a VERY technical session for transferring the data.

Then there are the esoteric applications: graphics processing, telecommunications, and device processing. They may be considered esoteric because few computer users pursue these applications. With little exaggeration, virtually every program for every computer uses a different format for graphic images. (EDITOR'S NOTE: One notable exception is the IFF format on the Amiga). Conversion from one format to another is desirable but never easy (even though conversion programs exist) and overall printer compatibility does not exist (especially with their ribbons). Telecommunications has its own world of jargon and unique problems, some of which are not unlike the story of the Tower of Babel. The newcomer often gets lost in this world fraught with very technical problems (and thus relies on cookbook solutions whenever possible). The control of devices (such as light controllers, video cameras, musical devices, and electronic sensors) is also extremely unique to each situation. The result? Very few knowledgeable or expert users exist for these areas.

Similarly, few non-IBM PC users today have exactly the same computer system configuration, meaning that system knowledge has become very specialized. Moreover, today's computer user often has no desire to reprogram their software to address the problem, nor is there always anyone in the user group or on an electronic bulletin board who has found an answer which can be used for that particular system. (The exceptions generally concern only the 'easy problems', which are often found in the readers' mail section of magazines.) Since oftentimes no one can help, the computer user of today agonizes over the problem and then, unless

something unusual happens, sidesteps the issue. Thus the 'current' learning process is to read the docs or ignore the issue.

Given this state of user education, what is the role of the user group today, especially for C-64 and C-128 users? The true hackers have already moved on to the MS-DOS world, or to the latest technological wonder, the Amiga. So the 'gutsy' expertise has left the user groups. The most that the C-64/128 user group can offer today, given the type of learning described above, is to point the new computer user in the right direction when the problems are relatively simple. Although on occasion there may be an answer for that unusual situation, any expectation of obtaining this level of help from today's user group is unreasonable. True, the level of knowledge of the average Commodore computer user is FAR greater than that of an IBM or Mac user, but often it is not enough to offer as detailed an answer as could be expected "in the days of yesteryear."

Advice? If you want a simple solution, get a Mac. If you want business compatibility, get an IBM clone. If you want to play (games or as a hobby), get the Amiga. If you want a personal challenge, on a small budget, get a C-64/128. User groups will continue, but for the most part will simply point in the general direction of an answer. And then again, this is only MY opinion.

Who am I? Someone who still keys on his VIC-20 and C-64, has programmed and rewired his computers, uses a lot of software, and generally dabbles extensively with all of the previously mentioned applications. I've run user groups, published computer and non-computer newsletters, and moonlighted as a computer consultant. My engineering work experience has also made me comfortable in using Macintosh and IBM-type PCs. This commentary is based on my experiences.



Mid-Cities Commodore Club Bulletin For METCOM*88

October 1, 1988

Page 1

===== * MCCC * P.O. Box 813 * Bedford, Texas 76095 * =====

By JACK DETORE - Conference Director

METCOM*88 is expanding. We have been getting favorable responses from many potential exhibitors as the event date nears: 29 OCTOBER, 1988, Saturday. The lineup is exciting for our little ol' conference. The space has just grown as shown on the next page. New things include: On-line BBS's, more music and new video and publishing products. The rundown, by booth, is as follows:

1. **Software Terminal** - Rick Bilyea has plans to premiere TeleEpic a new game by Scott Lamb. See games for Amiga and the C64/C128 in action on the big screen as well as at their booth.

2. **Metropolitan Computing** - Lee Kaplan plans to show desktop publishing. We can expect a critical selection of DP products due to their sister company Words and Pictures. Maybe P-cubed???

3. **Computer Age** - Bill Ball has plans to X-CAD, one of the fullest featured computer-aided design tools on micros.

4. **Computer Skills** - Robert Thompson is planning to show X-Specs 3D...real three-dimensional (reach and "touch") graphics from HaITex.

5. **Budget Computers** - Hank Castello is strictly C64/C128. He will feature three packages: business, desktop pub, and frame grabbing (digitizing).

6. **Amazing Computers** - Sonia King will show an Amiga 2000 fitted with MAGNI Video Graphics System (genlock, etc) and a Progressive Peripherals grabber. Equipment for professional studios!

7. **interComputing** - Peter Rafeiner has computer artistry in mind for us. Pro music man Jaxon Crow will show how Amiga can integrate keyboards, drums, and make like a combo. Live and tape.

8. **C-Ltd.** - Lee Hopp wants more info about coming with his Laser-Express printer and other things. We have just started contacts. They want to come.

9. **MicroBotics** - Redmond Simonsen will be there with some powerful expansions for the A2000....newly released Hard - Frame (hard drive card for a slot) and 8-UP!, a memory board that's fast. We may see some boards for doorprizes too.

10. **XEROX** - Jack Agniew plans to have the 4828 Color ink-jet printer teamed with an Amiga and maybe a C64. If we can get a member to bring a 2000 with bridgecard, we may get to see it running Ventura. (Shootout with P-Page?)

11. **Precision, Inc.** - Dan Browning has just taken helm of the national office in Irving for handling SuperBase items. Welcome, Dan. Lots of interest. Hope to see premiere of Super Pro 4.

12. **ASDG** - (Possible interest)

13. **C64/C128 Libraries** - Tony Velez, club librarian is coordinating chapter librarians. Public domain disks can be obtained by non-members as well as members for a small fee to cover materials and preparation. MCCC does not condone or tolerate the unlawful copying of copyrighted material.

14. **Flea Market** - Fred Noble is taking delivery of members hardware/software for economical discovery by new users at the show. Bargains to be found.

15. **AMIGA Libraries** (As 13; for Ami).

16. **Tutors** - Roy Baker has tutors for the C64/C128 and Amiga. Need help??

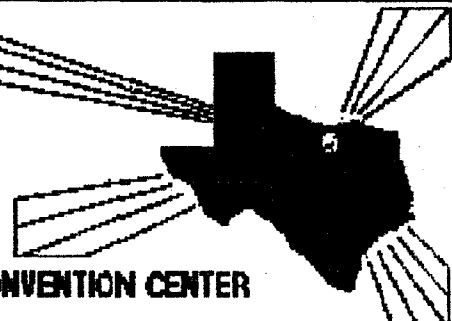
17. **On-Line BBS's** - Okley Moss, sysop will coordinate phone time for MCCC, CompuServe, Flink, etc. Your chance for hands on experience. Betty Clay is heading part of the telecom team.

18. **Herschel Gibbs** - Musician plans some new capability for C64 in stereo.

19. **Break-Mays Music Co.** (Possible)

METCOM*88

METROPLEX
COMPUTER
CONFERENCE
29 OCT 88
ARLINGTON CONVENTION CENTER



Mid-Cities Commodore Club Bulletin For METCOM*88

October 1, 1988

Page 2

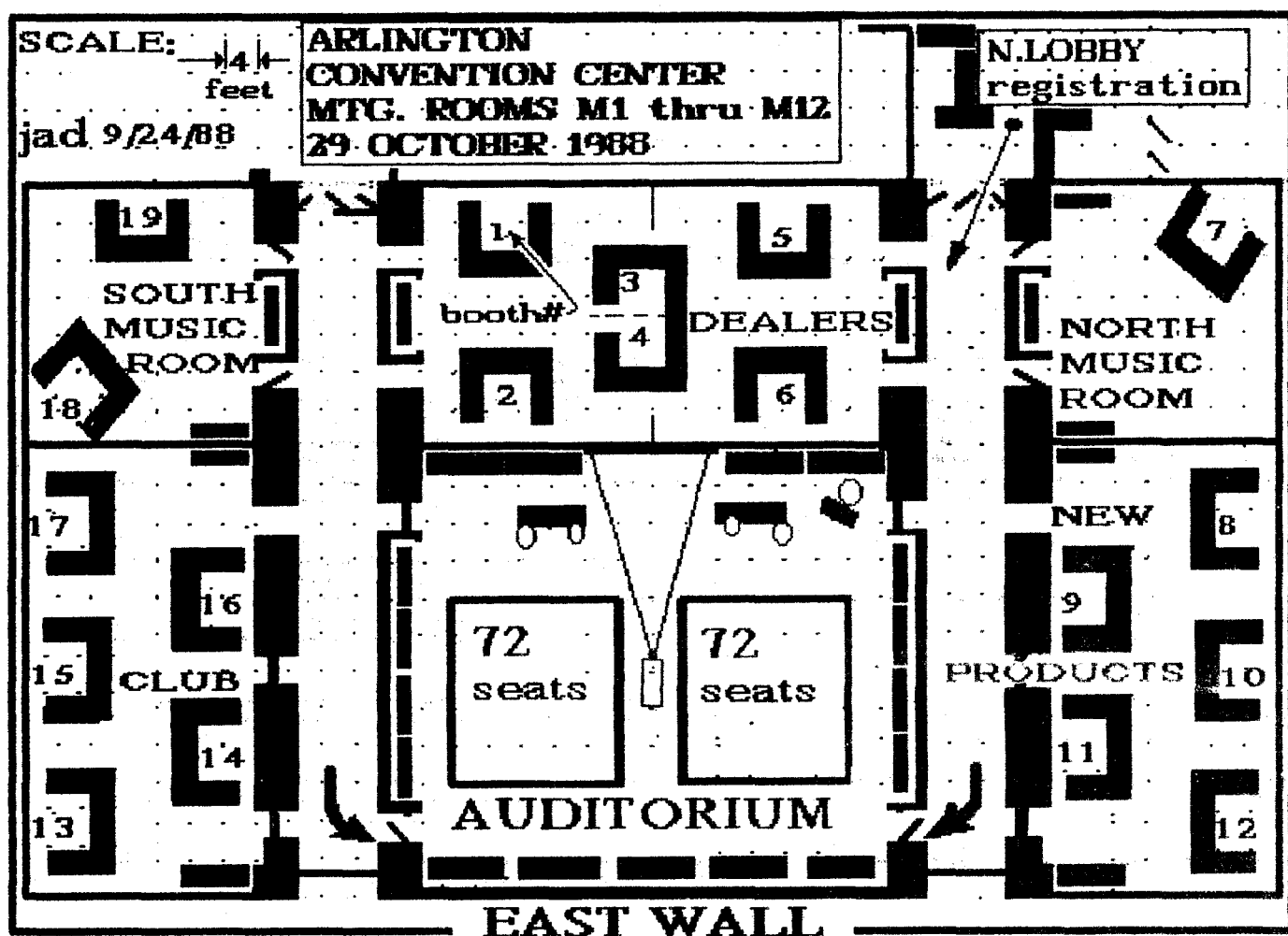
===== * MCCC * P.O. Box 813 * Bedford, Texas 76095 * =====

BOOTH LOCATIONS...

1. Software Terminal
2. Metropolitan
3. Computer Age
4. Computer Skills
5. Budget Computers
6. Amazing Computers
7. interComputing, inc.
8. C-Ltd.
9. MicroBotics
10. XEROX

...AND OCCUPANTS

11. Precision, Inc.
12. ASDG, Inc.
13. C64/C128 Libraries
14. Flea Market
15. AMIGA Libraries
16. Tutors
17. On-Line BBS's
18. Herschel Gibbs
19. Brook-Mays Music Co.



Chapter News

Amiga-By-The-Loop

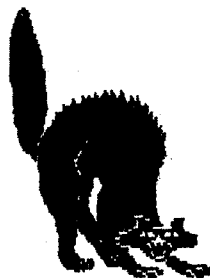
Brent Wood

The weather did not look like it was going to cooperate for our telecommunications presentation but the power stayed on and David Owens took us step-by-step through "GT-Term". This public domain "demo version" is complete in almost every way. It's due out as a commercial offering from Progressive Peripherals & Software but is still available from the club BBS or library.

All members should attend October's meetings and exercise your rights as a club member. Nominations for club chapter officers will be taken. If you would like to serve the club as an officer or would like to nominate someone who is interested be at the next chapter meeting. At least one position will be vacated this year and will need to be filled. People run the club, it doesn't run itself.

October is also MET*COM month! The preparations will be finalized in the coming days. If you can help with the meeting in any way let your club officials know. This is a BIG project and is shaping up to be very successful.

October 11 is the "Loop's" next meeting. Rick Bileya will be there with a software presentation. A little club business at 7:30 and then the show. Bring a new member! Amigas are being sold left and right. There MUST be some new owners around you!



Fort Worth

Mary Louise Hagemeyer

At our September meeting, club president Harold Williams demonstrated Superbase, a versatile database program. He showed how a sophisticated user can tailor an application so that a computer-phobic user can process a data file without having to wade through the manual. Harold also described the new library disks for Sidplayer and CAD 3D.

We had a short BASIC lesson, and then James Dunnam reviewed disk #331, "Action Games." He said some of the games were good and some weren't, but game players will want to try them.

Next month, Donald Tate will demonstrate business accounting programs, and Jim Marshall will review a library disk. The meeting will be Saturday, October 8, at 1:30 p.m. in the Southwest Regional Library on Hulen Street.

Amiga Central

Bill Raecke

The Amiga Central meeting featured a presentation of the latest PD telecommunications package for the Amiga, GT Term. This is a full featured program which will soon be even more improved and released as a commercial package by Progressive Peripherals and Software. It should be worth watching for. Thanks to Dave Owens for a job well done in filling in for the currently out-of-pocket and out-of-country Bill Keatley. Nice job, Dave.

Richard Bileya, in his on-going role as rumor-gatherer and information-spreader, told us, again, that L3 Workbench will be out real soon now. Despite this error in judgement, he was allowed to continue with the rest of his news.

The door prize for the month was a copy of Fantavision provided as usual by Software Terminal. Congratulations go to David Owens for being the lucky winner. And once again, our thanks to Software Terminal for their continued support.

Other good news of the evening: Jean Riley, our resident Amiga artist, received word that some of her art work may become part of a national tour featuring computer art. Best of luck, Jean. It's nice to see our local talent recognized.

Chapter News

Hurst-Euless-Bedford

Robyn Wilson



At the September 17th meeting a discussion was held about the next two meetings. On November 19 we will be electing officers for the next year but we need more volunteers. A suggestion was made that we have a Christmas party in December for all the members. We could still use ideas for both meetings.

At the October Board of Directors meeting, Glenn Schneider will be leading a discussion for the idea to merge several chapters together. This would make a "Super Chapter" in the Northeast Tarrant County and North and West Fort Worth. Under his proposal the HEB Chapter would merge with the Fort Worth Day Chapter. This may mean that the meetings would be moved to a new location, possibly the North Richland Hills Library. The Arlington and Grand Prairie Chapters have already merged and it has turned to the better for them.

By the way, if you have any ribbons that you need reinked contact Laura Clements at 817-589-0659.

Several discussions were held at the September meeting, all pertaining to word processing. One of the five was to teach children word processing. All were demonstrated on the C64 computer.

At the meeting, Okley Moss talked about Fontmaster II and Speedscript, Glenn Schneider talked about Word Writer, Jack Slay presented his Geos 64, and Eldor Luedtke, Jr. talked about Snoopy Writer.

Okley started off by saying that Fontmaster II has a demo program and several help screens. It also has a customizer which can handle 32 different fonts and has left, right, and center justification. It has different types of special characters to show different languages such as hebrew, greek, chinese or create your own. You can send your document to the screen or to the printer. It does not, however, have a spelling checker. This word processor has merge-print capabilities. You can save the documents as sequential or as program files.

Okley continued on by talking about Speedscript 3.0. He demonstrated that while typing text it will put in the returns automatically when you reach the end of the line. It has no help menus but it is an easy word processor to use. Version 3.2 is most recent version.

Glenn Schneider discussed WordWriter 5.1 which is the most recent version. It is very easy to use, has a spelling checker, has preset tabs, and is compatible with Geos 64. After typing your document and doing editing, usually you would have to adjust all the lines, but with this word processor all you have to do is hit the C64 key and the

number 4 and everything is reformatted. You can merge your work with several different databases like the Data Manager I and II or the Electronic Checkbook and/or files.

Jack Slay talked about Geowrite I which is another word processor. This program looks like a typical Macintosh screen. It has pull down menus in which you use your joystick or mouse for the options ("point and click").

Eldor Luedtke, Jr. gave a demonstration of "Snoopy Writer" which is as Eldor said, 'a word processor designed with kids in mind'. This is a story maker with which a child can write a story with up to 400 words. It uses the Peanuts characters for designs in the background. You can print out, save and load any of the files made up. This program can be purchased at the Electronic Boutique located at the North Hills Mall.

A few words from the experts:

Word processors are like an electronic typewriter except you don't have to hit the return key all the time. This is accommodated by the wordwrap feature found in most word processors.

All word processors have the same basic commands.

Always save your document often in case your computer has a memory loss.

Always use a copy of the program diskette -- do not use the original.



Ft.Worth Night

Bill Jones

The Night Chapter's September meeting featured an interesting program presented by Danny Dunn concerning the use of Machine Language in place of BASIC to speed up tasks which BASIC tends to carry out at a very slow pace. Danny demonstrated three examples. The first was a program to display all of the color combinations for printing, screen and border available on the 64. By switching from BASIC to ML he reduced execution time from over one and one-half hours to less than two minutes. In another example in which he was controlling sprites Danny demonstrated that a delay loop was necessary in ML to slow down program execution so that the screen display could keep up with the computer and give smooth scrolling and that for this application the loop needed to be executed about 5 million times to run at the same speed as BASIC. Next month the meeting will be on October 17 at the church.

The Mid-Cities Commodore Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Commodore computers in the home, at school, and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines, Inc. Commodore and Commodore product names (PET, CBN, VIC, C64, C128, and Amiga) are registered trademarks of Commodore, Inc.

Our meetings are open to all. Membership dues are \$20 per year or \$12 for six months and entitle the member to a monthly mailed copy of the MCCC News, free access to the club's extensive public domain and shareware software library, and discounts at many area merchants. An additional \$12 annual fee provides access to the MCCC ASCII and Graphic bulletin board systems.

Material printed in the MCCC News is not copyrighted unless so noted. Articles may be reprinted by other user groups or individuals who find it helpful as long as proper credit is given to the author and the MCCC as the source.

The MCCC News accepts advertising from both members and from commercial establishments. Member advertising is free but must not be of a commercial nature. A commercial ad is defined as one where multiple like items are available for sale to anyone. Members submitting such ads are subject to commercial rates. Commercial rates for camera-ready ads are as follows for a single month or (consecutive three months): full page - \$30 (\$81), half page - \$15 (\$40), quarter page - \$10 (\$27), business card - \$5 (\$13). Materials to be inserted will cost \$.08 per copy.

The deadline for submissions to the MCCC News is the third Saturday of each month. Payment must accompany all ad copy. Checks should be made payable to the MCCC and mailed to P.O. Box 813, Bedford, Texas 76005.

BOARD OF DIRECTORS

President	Harold Williams	483-0537
Vice President	Jack Detore	275-3762
Treasurer	Bill Raecke	465-2014
Secretary	John Malmstrom	282-6158
Librarian	Tony Velez	581-8191
BBS Coordinator	Okley Moss	282-7751
Education Chair	Roy Baker	283-8324
Newsletter Ed.	Bill Raecke	465-2014

NEWSLETTER STAFF

Editor	Bill Raecke	465-2014
Assistant	Cheryl Howard	831-1853
Circulation	Okley Moss	282-7751
	John Malmstrom	282-6158

BBS OPERATIONS

ASCII Phone		268-4191
Graphics Phone		268-4196
Coordinator	Okley Moss	282-7751
Asst. Sysops	John Malmstrom	282-6158
	Harold Williams	483-0537
	Bill Raecke	465-2014

AMIGA-BY-THE-LOOP CHAPTER

President	Rick Schulz	281-3996
Vice President	David Owens	577-2304
Treasurer	Bruce Nelson	498-8899
Secretary/Reporter	Brent Wood	246-3707
Librarian	Gary Campbell	297-4125

FORT WORTH CHAPTER

President	Bob Krause	292-6639
Vice President	Rick Meyer	292-6387
Treasurer	Jack Hagemeyer	732-8982
Secretary/Reporter	Mary Louise Hagemeyer	732-8982
Librarian	Joe Ostrokol	534-1990

AMIGA CENTRAL CHAPTER

President	Bill Raecke	465-2014
Vice President	Bill Keatley	485-8666
Treasurer	Kerry Batts	429-8121
Secretary/Reporter	Tim Flynn	262-6323
Librarian	Ned Kelly	277-5825

FORT WORTH NIGHT CHAPTER

President	Bill Jones	295-8637
Vice President		
Treasurer	Clay Sutton	478-4833
Secretary/Reporter	Clay Sutton	478-4833
Librarian	Don Stevens	246-1290

ARLINGTON/GRAND PRAIRIE CHAPTER

President	Glen Herring	572-8489
Vice President	Herschel Gibbs	275-2253
Treasurer	Dick Headley	457-2882
Secretary/Reporter	Janet Hamm	465-6624
Librarian	Robert Sessions	265-2124

HURST-EULESS-BEDFORD CHAPTER

President	Glenn Schneider	540-1021
Vice President	Jack Slay	354-9159
Treasurer	Fred Noble	838-5459
Secretary/Reporter	Robyn Wilson	282-3458
Librarian	Cheryl Howard	831-1853

CALENDAR OF EVENTS



October 1 MCCC Board of Directors Meeting
10:00 AM - N. Richland Hills Rec Center

October 17 FT. WORTH NIGHT Chapter
7:00 PM - St. Elizabeth Epic. Church

October 8 FORT WORTH DAY Chapter
1:30 PM - Southwest Regional Library

November Newsletter Deadline

ARLINGTON-GRAND PRAIRIE Workshop
1:30 PM - Grand Prairie Library

October 18 ARLINGTON-GRAND PRAIRIE Chapter
6:30 PM - Arlington Community Center

October 11 AMIGA BY-THE-LOOP Chapter
7:30 PM - N. Richland Hills Church of Christ

October 20 AMIGA CENTRAL Chapter
7:30 PM - Arlington Community Center

October 15 Hurst-Euless-Bedford Chapter
1:30 PM - Hurst Civic Center

October 29 METCOM*88 - 9:00 AM to 5:00 PM
ARLINGTON CONVENTION CENTER

METCOM*88

MCCC NEWS

Mid-Cities Commodore Club
P.O. Box 813
Bedford, Texas 76095

BULK RATE
U.S. Postage
PAID
Bedford, TX
Permit No. 32

Address Correction Requested

890131

William C. Raecke
2614 Charolais Way
Arlington TX 76017